

TRANSMITTING MPEG DATA PACKETS RECEIVED  
FROM A NON-CONSTANT DELAY NETWORK

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Abstract

Transmitting data packets received from a non-constant delay medium includes storing the data packets in a buffer, determining a play-out schedule for the data packets based on timing information in the data packets, and transmitting 10 the data packets from the buffer in accordance with the play-out schedule. Two of the data packets may contain time-stamps and the play-out schedule may be determined based on a difference between the time-stamps.

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